	CHILD PLAY DEVELO		IT AND EDUCATION IN EARLY .DHOOD							
1	Course Title:	T	PLAY DEVELOPMENT AND EDUCATION IN EARLY							
2	Course Code:	OKU220								
3	Type of Course:	Compulsory								
4	Level of Course:	First Cyc	cle							
5	Year of Study:	2								
6	Semester:	4								
7	ECTS Credits Allocated:	3.00								
8	Theoretical (hour/week):	3.00								
9	Practice (hour/week):	0.00								
10	Laboratory (hour/week):	0								
11	Prerequisites:									
12	Language:	Turkish								
13	Mode of Delivery:	Face to	face							
14	Course Coordinator:	Doç. Dr.	PINAR BAĞÇELİ KAHRAMAN							
15	Course Lecturers:									
16	Contact information of the Course Coordinator:	pinarbag 2755057 Bursa Ul	Or. Pınar Bağçeli Kahraman bag@uludag.edu.tr 957 Uludağ Üniversitesi Eğitim Fak. Temel Eğitim Böl. Okul si Eğitimi ABD.							
17	Website:									
18	Objective of the Course:	stages a importan and eval	This Course aims to comprehend the definition of the game, game stages and types, factors affecting the game, history, the place and importance of the game in Preschool Education, and the planning and evaluation of the game in the daily plan in preschool education institutions.							
19	Contribution of the Course to Professional Development:	They wil	l apply play based activities.							
20	Learning Outcomes:									
		1	Make The Definition Of The Game							
		2	To Understand The Importance Of The Game For The Child							
		3	To Say The Types Of Games							
		4	According To The Age The Development Of The Game To Say Toy							
		5	To Understand The Selection Of Features To Be Considered							
		6	Prepare And Implement Follow The Event							
		7								
		8								
		9								
04	Course Content	10								
21	Course Content:	<u> </u>	ource Cententi							
\\\a\c	Theoretical	Co	ourse Content:							
	Introduction Course		Practice							
1	Introduction Course									

Others Final E	Midterm exams 24 FCTS / WORK LOAD TABLE Others)			0.00			0.00		
		_						_	5100.			2.00			2.00		
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Midtern	n Exam					1		20.00									
TERM L	TERM LEARNING ACTIVITIES NUMBE							WEIGHT									
23																	
22	22 Textbooks, References and/or Other Materials:																
14	Prepare And Implement A Game Plan 4																
13	Prepare																
12	Prepare		•														
11	Prepare	And In	nplem	ent A	Game	Plan	1										
10	Prescho	ol Insti	tutions	s Gan	ne 2												
9	Prescho	ol İnsti	tutions	s Gan	ne 1												
8	Toys																
7	Digital g																
6	Univers		ıre Ga	mes													
5	Develop Game ty		areas (Jame	2												
3	Develop																
_	Basic C	•			4												

25		QUALIFICATIONS														
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16
ÖK1	5	4	1	2	2	3	3	5	2	5	3	2	3	3	3	5
ÖK2	4	4	1	4	3	4	3	5	2	5	3	3	2	5	3	5
ÖK3	5	3	1	2	2	3	2	5	2	5	3	2	2	3	2	5
ÖK4	4	3	1	2	3	3	2	4	2	4	3	3	2	4	2	3

ÖK5	2	3	1	5	1	3	2	3	3	4	1	4	2	2	2	3
ÖK6	2	2 L	1 _ O: L	1 .earr							4 m Qu	5 alifica			5	5
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